SONY

Musical AIBO

Please read the attached software license agreement before using the software. Refer to the user manual provided for instructions on how to operate the AIBO unit (names of components, settings, Memory Stick and battery installation, recharging the battery, safety instructions for use, etc.).
 This AIBO-ware operates only with the 'AIBO' ERS-210

Introduction
Musical AIBO is an AIBO-ware that allows you to have fun playing audio-based activities with AIBO.

Please note:
- This AIBO-ware cannot be used whilst the AIBO is on the Energy Station.
- The software does not provide emotions and instincts.
- AIBO will not walk of its own accord without being shown the pink ball.
- We recommend that you configure AIBO's time settings prior to use.

Copying to the Memory Stick
1. Insert the AIBO-ware Memory Stick into the Memory Stick slot
2. Unzip the file you have downloaded and copy the OPEN-R folder from the resulting folder to the Memory Stick
3. We also recommend that you copy the text file containing this manual and software license agreement (License.txt) located in the same folder at the same time, as this will enable you to identify the applications you have copied later.

Please note:
- When copying to a Memory Stick that has already been used, delete the OPEN-R folder in the Memory Stick before doing so.

- One application can be copied to each Memory Stick. It is not possible to copy more than one application.
- Unzipping the file direct to the Memory Stick will result in a different folder configuration and prevent AIBO from working.

Starting AIBO

1. Ensuring that AIBO is switched off, insert the Memory Stick and the charged battery.
   Please note: the mode indicator and eye lights (lower) will flash if the battery level becomes low during operation.
2. Adjust AIBO's volume level.
3. Place AIBO on the floor.
   Sit AIBO on a flat, non-slippery floor surface (such as short-pile carpet) with its hind legs bent and front legs stretched out.
   This AIBO-ware cannot be used whilst the AIBO is on the Energy Station.
4. Press the pause button on AIBO's chest.
   The chest light appears green and the eye lights (green) turn on after a short time. AIBO is now ready to go!

Time to play!

Pressing the sensors when AIBO is in operation produces a "popping" sound, which tells you that the operation has been accepted.

Two modes:

1. **Autonomous Mode**
   The mode that AIBO goes into when started. AIBO makes happy sounds in response to your encouragements.
   When the head sensor is pressed, AIBO switches to Select Activity Mode.

2. **Select Activity Mode**

Choose your favourite musical activity.

When the head sensor is pressed in Autonomous Mode, AIBO goes into Select Activity Mode. Pressing the back sensor returns AIBO to Autonomous Mode.

- **Autonomous Mode (eye lights appear green)**

- When left alone, AIBO performs little musical tricks every now and then.
- AIBO replies when addressed as "AIBO".

- **Morning Special**
    - If you sing "la la la" (3 notes), AIBO will listen to the pitch and sing back to you. Be sure to sing "la la la" clearly to make it easy for AIBO to listen to your pitch.

- **Afternoon Special**
    - AIBO mimics words that you say to it in AIBO language.

- **AIBO Melody**
    - If you direct a hand or object up to and away from the distance sensor on the tip of its nose, AIBO will play you a melody. If you adjust the distance expertly enough, AIBO might play a song for you.
    - Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.
    - If the back sensor is pressed or the distance sensor fails to detect anything for 30 seconds, the activity ends.

- **AIBO Step**
    - When shown the pink ball, AIBO will chase after it with playful footsteps.

- Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.
- Show the ball close by   -> AIBO backs off
- Move the ball away slightly   -> AIBO chases the ball
- Move the ball slowly back and forth   -> AIBO changes direction while chasing the ball
- The activity ends if AIBO loses sight of the ball or the back sensor is pressed.

- **AIBO Instrument** (will start if the room is darkened)
  - Press a paw switch and try picking up a rhythm. Each leg produces a different sound, and the eye lights shine in the dark. Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.
  - The activity ends when the room is lit up.

- ■ **Select Activity Mode**

- When the head sensor is pressed in Autonomous Mode, AIBO goes into Select Activity Mode. Pressing the back sensor returns AIBO to Autonomous Mode.

First choose a musical activity:
1. Press a paw switch to select a musical activity

    - AIBO Instrument Front right leg   ->   Sad eye light (right)

    - AIBO Melody   Front left leg ->   Sad eye light (left)

    - AIBO Step   Hind right leg   ->   Angry eye light (right)

    - AIBO Metronome Hind left leg ->   Angry eye light (left)

2. Press the head sensor to start the musical activity)

- **AIBO Instrument: (eye lights off)**
  - Press a paw switch and try picking up a rhythm. Each leg produces a different sound.
  - Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.

- **AIBO Melody: (sad eye lights)**
  - If you direct your hand up to and away from the distance sensor on the tip of its nose, AIBO will play you a melody. If you adjust the distance expertly enough, AIBO might play a song for you.
  - Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.

- **AIBO Step: (eye lights all turned on)**
  - When shown the pink ball, AIBO will chase after it with playful footsteps.
  - If the ball is too far away or travelling too fast, AIBO will stop and wait.
  - Show the ball close by   -> AIBO backs off
  - Move the ball away slightly   -> AIBO chases the ball
  - Move the ball slowly back and forth   -> AIBO changes direction while chasing the ball
  - Press the chin sensor if you want to change the tone while AIBO is in action. See "Types of tone" below for information on the different tones that are available.

- **AIBO Metronome: (angry eye lights)**
  - AIBO takes up a rhythm with its hind legs, turning into a fun metronome. Why not give AIBO a hand working on its song and dance routines?
  - Press the paw switches on the front legs to change the tempo. Use the left paw to change from the initial 60 (beats / minute) through the

sequence 60, 80, 100, 120, 60... and the right one to change through 60, 120, 100, 80, 60...

3.   Press the back sensor to return to Autonomous Mode. See the following section "Changing Activity in Select Activity Mode" for how to play a different activity without leaving Select Activity Mode.

- **Changing Activity in Select Activity Mode**
    - o   Pressing the head sensor enables you to select another musical activity.
    - o   Musical activities are selected using the procedure described in the section above entitled "First choose a musical activity".

Please note: when talking to AIBO
- AIBO cannot hear very well if the surroundings are noisy. Make sure you are in a quiet environment when you talk to AIBO.
- AIBO will not understand if you pronounce things unclearly. Make sure you speak clearly.
- When AIBO is making a noise or moving, it is not easy for it to catch what you are saying.

- **Types of tone**
    The types of tone that can be selected using the chin sensor.
    AIBO Instrument:
    1.   Conga x 4
    2.   Drum set (in the sequence front right / front left / hind right / hind left leg: bass drum, snare drum, hi-hat cymbal, ride cymbal)
    3.   Piano jazz chords (in the sequence front right / front left / hind right / hind left leg: Dmaj7, Emaj7/F#, G7 (b9, 13), G7 (b9))
    4.   Baseball (in the sequence front right / front left / hind right / hind left leg: hit, run, take out, applause)
    AIBO Melody:
    1.   Okinawa scale (C, E, F, G, B, C)

2.   Harmonic minor scale (D, E, F, G, A, Bb, C#, D)
3.   The Frog Song (C, D, E, F, E, D, C, E, F, G, A, G, F, E) * The song is produced by slowly directing the hand away from the distance sensor.
4.   Tulips (C, D, E, C, D, E, G, G, E, D, C, D, E, D) * The song is produced by slowly directing the hand away from the distance sensor.

AIBO Step:

1.   Pipping sound 1
2.   Pipping sound 2
3.   Pipping sound 3
4.   Mechanical sounds

Energy Station

This AIBO-ware cannot be used whilst the AIBO is on the Energy Station. Make sure that AIBO is turned off when placing it on a station.

AIBO's states

- Normal:
  - You can play musical activities with AIBO in the Autonomous Mode that AIBO goes into on start-up or in Select Activity Mode.

- Picked up:
  - If picked up (slightly too quickly), AIBO becomes quiet and the mode indicator comes on.
  - AIBO reverts to its normal state when put down on the floor or if the head sensor is pressed for 3 seconds.
  - Please note: If 2 or more of its paw switches are pressed, AIBO assumes that it has been put down on the floor and reverts to its normal state.

- Trapped:
  - If something gets trapped in its joints, AIBO goes limp and the mode indicator flashes.
  - AIBO reverts to its normal state if the head sensor is pressed for 3 seconds.

Precautions for use

- Do not use AIBO in a location where it might fall, where vibrations occur or on unstable surfaces.
- Do not place anything around AIBO that will obstruct its movement or is easily broken.
- Do not use within reach of small children.
- This software can only be used with the AIBO-ware Memory Stick.
- This software is designed to be used exclusively with AIBO ERS-210 / 210A.

Memory Stick operation

- **Erasure Prevention Switch:**
    - Locking the Memory Stick's Erasure Prevention Switch prevents you from recording and erasing data. Do not lock the Erasure Prevention Switch when using the Memory Stick with Net AIBO-ware.

- **Precautions for writing data from a PC:**
    - Do not format the Memory Stick in Windows or MS-DOS. If formatted, the Memory Stick may not be recognised correctly.
    - The following symptoms may occur if the Memory Stick is used with the Erasure Prevention Switch locked. This does not mean that there is a malfunction of the Memory Stick or Memory Stick drive.
    - The message "Cannot write to drive D*. Files or data may have been lost." appears on the computer screen. (*the drive name D may be different on the PC you are using).
    - The icons for the data that the computer has failed to write remain on the screen (disappearing when the Memory Stick is removed).
    - In the following instances, data recorded on the Memory Stick may disappear or become corrupted while being written.
    - If the Memory Stick is removed or the PC is switched off while data is being read or written
    - If used in a location that is prone to static or electrical noise

- **Removing the Memory Stick from a PC (when using a PC card adapter):**
    - If you are using a PC card adapter, click on the icon for the drive that contains the Memory Stick slot in the Windows taskbar, then click on "Stop standard IDE / ESDI hard disk controller".
    - Check that a message telling you "the device can be safely removed" has appeared before you remove the Memory Stick.

- **Please note**
    - Before removing the Memory Stick, wait for a short time after the data has finished writing to the Memory Stick (around 15 seconds if you are using a PC with a Memory Stick slot). Removing the Memory Stick immediately after the data has finished being written may result in a blue screen with a message indicating a "disk read error" in the drive. If this happens, re-insert the Memory Stick, press the Enter key and wait for a short time before removing.
    - On rare occasions, malfunctions may occur when using the AIBO Programming Memory Stick in combination with the following PC card adapter products.
    - Please read the instructions on our homepage.
    - Products affected: Sony PC card adapters for use with Memory Stick

                        -MSAC-PC1
                        -MSAC-PC2
                        -MSAC-PC2N

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Operating Hours: 09.00 ~ 18:00

(Except Saturdays, Sundays, public holidays and the New Year holiday)

For the latest information on AIBO visit the European AIBO website at
http://www.eu.aibo.com/.

Software Licence Agreement

This is an Agreement between the customer (hereinafter 'the User') and Sony Corporation (hereinafter 'Sony') pertaining to the right to use this software product (hereinafter 'the Software').

1. General principle

i) Sony grants the User the non-exclusive, non-transferrable right to use the Software.

ii) The permission granted in item i) above does not include the right to grant sub-licences.

2. Right

i) The right to use the Software described in Paragraph 1 above shall mean the right of the User to private use of the Software with the supplied AIBO-ware Memory Stick.

ii) The rights granted under this Agreement do not include the distribution of the Software to another computer over an information network (including a LAN or any other network).

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ii) The User shall not attempt to reverse engineer, disassemble, decompile or otherwise analyse the source code of the Software.

iii) The User shall not transfer or sell any right granted to the User under this Agreement to a third party or loan the Software to a third party.

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i) Sony shall not be liable for any loss or damage suffered by the User or a third party in connection with the Software or its related documentation other than as provided for under this Agreement.

ii) Sony shall not be liable for any loss of data recorded or saved by the User in the AIBO-ware Memory Stick regardless of the reason for such loss.

6. Warranty

Sony shall provide no warranty in respect of the Software, the AIBO-ware Memory Stick incorporating the Software, the related documentation and any other supplied products except as provided for herein.

7. Liability to third parties

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8. Termination

i) Sony may terminate this Agreement immediately in the event of a breach by the User of any of its provisions and may also claim compensation from the User for any loss or damage incurred as a result.

ii) The provisions of Paragraphs 5, 7, 9 and 10 of this Agreement shall remain in force even after termination of the Agreement pursuant to item i) above.

9. Disposal of the Software

In the event that this Agreement is terminated in accordance with the provisions of Paragraph 8 above, the User shall dispose of the Software and reproductions thereof without delay on the date upon which the Agreement is terminated and shall provide Sony with written proof of the disposal.

10. Additional provisions

i) In the event of a circumstance not provided for by this Agreement or of doubts arising in respect of the interpretation of the Agreement, Sony and the User shall seek a resolution by means of discussions to be held in good faith.

ii) The license is governed by and is to be construed in accordance with the laws of Japan.